

TITLE 65 STATE LOTTERY COMMISSION

Emergency Rule
LSA Document #11-550(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 0025. Effective September 12, 2011.

SECTION 1. The name of the pull-tab game number 0025 is "Diamond Dash".

SECTION 2. Tickets in pull-tab game number 0025 shall sell for fifty cents (\$0.50) per ticket, unless otherwise adjusted by temporary price reductions or other promotional activities conducted or authorized by the commission.

SECTION 3. (a) Each ticket in pull-tab game number 0025 shall contain a total of fifteen (15) play symbols arranged in a matrix of five (5) rows and three (3) columns. Each row shall be covered with a tab.

(b) Each play symbol includes a caption that corresponds with and verifies the play symbol as follows:

WINNING play symbols:



NONWINNING play symbols:



(c) Each play symbol includes a caption that corresponds with and verifies the play symbol. If a question arises as to the play symbol, the play symbol caption will be used for final clarification.

SECTION 4. A prize winner in the pull-tab game number 0025 is determined by opening the five (5) tabs located on the back of the pull-tab ticket. Follow the red arrows to match symbols in any vertical, horizontal, or diagonal row as follows to win the designated prize:

(1) Match three (3) " (DOUBLE DIAMOND) symbols and the ticket may be



redeemed for a prize of one hundred dollars (\$100).

(2) Match three (3) "



" (CROWN) and the ticket may be redeemed for a prize of

twenty dollars (\$20).

(3) Match three (3) "



" (NECKLACE) and the ticket may be redeemed for a prize of two

dollars (\$2).

(4) Match three (3) "



" (DIAMONDS) symbols and the ticket may be redeemed for a

prize of one dollar (\$1).

SECTION 5. (a) The possible winning prize combinations are as follows:

Hoosier Lottery - Prize Structure Diamond Dash™ - Game No. 0025

*Total Ticket Quantity	Ticket Price	Gross Sales
1,010,000	\$ 0.50	\$ 505,000

Prize Payout Dollars	Prize Payout Percentage	Overall Game Prize Payout Percentage
\$ 300,600	59.52%	59.52%

Get:	Prize Winner	Odds of Winning 1 in:**	Winners in 672 (Per Pack)	Prize Payout (Per Pack)	Winners in 1,503 Packs	Prize Payout Per Game	Percent of Prize Payout***
3-Double Diamonds	\$ 100	672	1	\$ 100	1,503	\$ 150,300	50.00%
3-Crown	\$ 20	672	1	\$ 20	1,503	\$ 30,060	10.00%
3-Necklace	\$ 2	134.4	5	\$ 10	7,515	\$ 15,030	5.00%
3-Loose Diamonds	\$ 1	33.6	20	\$ 20	30,060	\$ 30,060	10.00%
3-Diamond Ring	\$ 0.50	6.72	100	\$ 50	150,300	\$ 75,150	25.00%
Total		5.29	127	\$ 200	190,881	\$ 300,600	100%

* Ordered quantity is 1,010,000

** Each pack will use this distribution

*** Numbers are rounded

Total value of all prizes*: \$300,600**Overall odds: 1 in 5.29****Approximate print quantity: 1,010,000 (+/-5%)**

(b) The actual quantity of tickets will vary from the approximate print quantity of tickets within a range

of minus five percent (-5%) to plus five percent (+5%). The actual number of prizes and the odds for each prize amount will vary depending on the actual quantity of the tickets.

(c) If the print quantity is changed during production of this game or due to subsequent reorders of the game, the ratio of prizes and total value of all prizes to the print quantity will be proportionately maintained so that the overall odds and prize payout percentage will approximate the values provided in subsection (a).

SECTION 6. This document expires sixty (60) days after the last claim date in pull-tab game 010 *[sic]*.

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